

# VISUALIZATION TECHNOLOGIES

## ARTG 5330

Instructor Dave Landry  
Fall 2017 Semester  
Mondays 6:00–9:30

## COURSE OVERVIEW

Building upon previously learned design fundamentals and information design concepts, this course aims to translate these skills into the interactive digital world through the use of ever-evolving web technologies.

## SCHEDULE

Each of the classes in the first half of the semester are focused around specific aspects of creating engaging interactive web visualizations. Once we've built that foundation, each student will embark on creating a unique interactive data visualization.

09.11 – Intro to the Web Stack and Github  
09.18 – HTML and SVG Basics  
09.25 – Javascript and D3  
10.02 – Data Collection and APIs  
10.09 – *NO CLASS*  
10.16 – Visualization Principles  
10.23 – Narrative and User Interaction  
10.30 – Project Pitches and Brainstorming  
11.06 – Guided Work in Class  
11.13 – Guided Work in Class  
11.20 – Guided Work in Class  
11.27 – Final Critiques and Wrap-Up

## TECHNOLOGY

This course is structured around creating interactive visualizations in Javascript. Students are expected to bring their own personal laptop to each class, which will be used as their programming environment (which we will set up together in class).

## FINAL PROJECT

The skills acquired in the first half of the semester are building blocks towards creating a web visualization platform. Students may use any dataset that contains at least 500 entries, and you must visualize it using at least 2 distinct techniques. Projects will be graded on not only the implementation of each visualization, but on the cross-interactivity between visualizations and the overall narrative of the site.

## GRADING AND ATTENDANCE

30% – Homework Assignments  
70% – Final Project

Only one unexcused absence is allowed for this course.